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Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

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Additional Photographs supplied with the co-operation of CIC VIDEO

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Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd

Trade distribution by DDL (Tel. 0171-221 8855)

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SPECIAL THANKS TO MICHAEL OKUDA, DENISE OKUDA AND RICK STERNBACH



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3J

ALPHA QUADRANT



CHARTING
THE GALAXY

DENEB IV

CLASS-M PLANET

This **Class-M** world, located in the **Deneb** star system, has a humanoid population known as the **Bandi**. When the **Bandi** request member status in the **Federation**, a **Starfleet** team is dispatched to the planet to assess their suitability. Previously thought to be sophisticated, but not too advanced, the **Bandi** are, mysteriously, able to offer a state-of-the-art starbase for **Federation** use. After investigations by the crew of the **U.S.S. Enterprise NCC-1701-D**, it is determined that the **Deneb IV** starbase is actually a living, and shapeshifting, life form. The **Enterprise** helps to release the creature back into space.

In their quest to join the UFP, the Bandi of Deneb VI make immoral use of an injured shapeshifting creature.



'Farpoint Station' on Deneb IV is actually a life form which can transmute matter. It has been enslaved by the Bandi.

Inside the station, the wide, open walkways are clean and beautiful. Trees and plants add to the effect.



The Bandi are not as advanced as the Federation, and should not have the technology to build a station such as this.



The station appears to be a cornucopia of riches, an ideal place for a Federation base.



DENEB V

CLASS-M PLANET

This **Class-M** world is home to the humanoid **Denebian** race, some of whom were tricked into purchasing the rights to a 'Vulcan fuel synthesizer' from the intergalactic rogue and conman **Harry Mudd** in 2267. **Deneb V** is also home to one of the Galaxy's less attractive creatures – the **Denebian** slime devil. A likeness to the creature is often used as a derogatory term.



The inhabitants of Deneb V are one of the many races to fall foul of Harry Mudd's schemes.

DENEVA

CLASS-M PLANET

This **Class-M**, **Federation**-aligned planet boasts a humanoid population of over a million, and is considered a virtual paradise throughout the Galaxy. Originally settled in the 22nd century, **Deneva** proves popular on interstellar trading routes. **Captain**



Captain Kirk and the crew of the U.S.S. ENTERPRISE rid Deneva of deadly neural parasites after it is discovered that the creatures can be killed by ultraviolet rays.

Kirk's brother, George Samuel Kirk, settles on this planet along with his wife, Aurelan, and son Peter. Both Kirk's brother and sister-in-law are killed by the Denevan neural parasite, a deadly invasive parasite that attacks the central nervous system; Peter survives. Although their origin is unknown, the parasites are later eradicated from Deneva when it is discovered that intense ultraviolet radiation has an adverse effect on them. The operation to rid Deneva of the creatures requires the installation of 210 orbital satellites to beam the ultraviolet rays down to the planet's surface.



Kirk's sister-in-law, Aurelan, is one of the many Denevan settlers for whom the ENTERPRISE's help comes too late: she is killed by the parasites.

DENIUS III

CLASS-M PLANET

The legendary planet of **Iconia** is discovered when a star map is found on **Denius III** by **Starfleet** Captain **Donald Varley** of the **U.S.S. Yamato NCC-71807**. Life on **Iconia**, located within the **Romulan Neutral Zone**, perished 200,000 years ago, although evidence remains that some inhabitants escaped their planet's fate to live and prosper on nearby worlds.



Thanks to a star map discovered on Denius III by Captain Donald Varley, the advanced technology of the ancient Iconian civilization has passed from legend into fact.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3J

ALPHA QUADRANT



CHARTING
THE GALAXY

DEVIDIA II

CLASS-M PLANET

This **Class-M** planet in the **Marrab Sector** is inhabited by a rare species who inhabit a space-time continuum slightly different from that of most humanoids. **Devidians**, whose physical nature makes them hard to detect with conventional scanning devices, thrive on a type of neural energy. Due to their makeup, they are able to time-travel, and they use this ability to send a team of 'harvesters' back to 19th-century Earth to gather the energy from bodies dying of cholera in the San Francisco area. Their attempts are thwarted by an away team from the **U.S.S. Enterprise NCC-1701-D** in 2369.



▲ **Devidians are one of the few races who have a natural ability to travel through time.**

DERIBEN V

CLASS-M PLANET

Junior **Starfleet** officer and communications technician **Lieutenant Aqueel Uhnari** is posted to **Deriben V** just prior to her stationing on **Relay Station 47** in 2368.

DIMORUS

CLASS-M PLANET

James Kirk and **Gary Mitchell** visit this planet together during their early careers. Placed in a life-threatening situation, Mitchell sacrifices himself and takes a poison projectile aimed at Kirk by an unknown type of native rodent. Mitchell only just survives the encounter. Kirk never forgets this incident and personally chooses Mitchell to serve with him on the **U.S.S. Enterprise**.

DORAF I

CLASS-M PLANET

This planet lies in **Federation** space and is the potential site of a terraforming project. In 2368, the **U.S.S. Enterprise** is diverted from its project on **Doraf I** to **Starbase 234**. From here, it is sent on a mission to ascertain the whereabouts of **Ambassador Spock**.

DONATU V

CLASS: UNKNOWN

Donatu V is the site of a famous battle in 2242 between **Klingon** and **Federation** forces. At the time, ownership of this area of space, near **Sherman's planet**, is in dispute.

DRAKEN IV

CLASS-M PLANET

Located in the **Kaleb Sector**, **Draken IV** is home to a **Starfleet** base. The planet is the intended destination of an **Imperial Romulan Warbird**, the **Khazara**, during a defection incident in 2369 involving a kidnapped **U.S.S. Enterprise NCC-1701-D** crew member, **Counselor Deanna Troi**. Troi is forced to pose as a member of the Romulan intelligence agency, the **Tal Shiar**.

DORVAN V

CLASS-M PLANET

Dorvan V is a beautiful **Class-M** planet which closely resembles Earth. Around 2150, a band of disgruntled native North American Indians leave Earth to start life anew. After a long search for a suitable planet, the group settles on **Dorvan V** in 2350, unaware that their new homeworld will soon become marginalized by a **Cardassian/Federation** treaty that will divert control from the Federation to the Cardassians. The **Dorvan V** colonists choose to defy **Starfleet** orders to evacuate, preferring to remain on the planet even though it changes hands.



▲ **The Dorvan V colonists wear the traditional North American Indian clothing favored by their ancestors.**



▲ **The towns built on Dorvan V resemble the simple, pueblo-style dwellings the colonists left behind on Earth. Settlements are small and homely.**

◀ **Ancient arts and crafts live on among these people, who favor the beauty of nature above technology. Homes are decorated with traditional designs.**

DRAYGO IV

CLASS-M PLANET

This **Class-M** planet, although desirable, is considered too close to the **Cardassian** border to provide much other than potential trouble. The **Boraals** almost settle here, but the planet is rejected and, in violation of the **Prime Directive**, they are transported aboard the **U.S.S. Enterprise NCC-1701-D** to settle on **Vacca II**.

DRAYLON II

CLASS-M PLANET

The **Skreea**, a persecuted race originally from the **Gamma Quadrant**, eventually settle on **Draylon II** after emerging from the **Bajoran wormhole** near **Deep Space Nine** in 2370.

▶ **The Skreea hope that their lives on Draylon II will be happier than on the world they left behind.**





THE
FERENGI
ALLIANCE

The Guide to the STAR TREK Galaxy

FILE 14

CARD 5



THE
FERENGI
ALLIANCE

FERENGI LEISURE

To the Ferengi, pleasure is profit. This theme runs through their leisure pursuits as well as their business activities, and combining business with pleasure, especially when there is latinum to be made, is the ultimate Ferengi holiday.

Although Ferengi understand the concept of fun for its own sake, fun which generates profit is considered even more enjoyable. A prime example of this is illustrated by the activities of **Sovak**, who follows the archeologist, **Vash**, to the pleasure planet of **Risa**. The delights

of the holiday world beckon to him, but Sovak never loses sight of his primary intent – to steal an artifact called the **Tox Uthat**, which he intends to then sell on to the highest bidder.

Ferengi can spend their leisure time in a hundred ways, but nothing delights them more than the touch and feel of pure latinum –

so much so that by 2369 **Grand Nagus Zek** has not taken a holiday in 85 years, preferring to dedicate his life to the much more enjoyable pursuit of profit.

Ferengi and females

Ferengi males are attracted to females of almost any race, especially humans, and have been known to go to extremes in



▲ Ferengi, like males of all species, enjoy the company of women. Ferengi females are forbidden to travel and are rarely seen off the homeworld, but females of other species will do just as well.

PURSUIT OF PROFIT

Latinum

It can sometimes be hard for a Ferengi to separate the ideas of fun and profit, as nothing is as much fun as making lots of profit. The Ferengi consider themselves more or less an honest race, but they are not above exaggerating the truth to increase profits. Anyone buying goods or services from a Ferengi should ensure that the quality matches the price.

Everything in a Ferengi's life, from his social standing to his destiny after death, is determined by the size of his wealth, and increasing that wealth is considered more important than enjoying oneself. On the other hand, bar owners such as Quark seem to do a good job of combining the two.



▲ Dabo tables

Most of the activities in Quark's bar on **DEEP SPACE NINE** are designed to increase his profits, such as the **Dabo tables** where gamblers are sure to lose more than they win.

▼ Piling it high

A good Ferengi lives his life for the pursuit of latinum, and if leisure activities and holidays can be combined with ways to increase wealth it makes them even more enjoyable.



▲ Ferengi ears are one of the species' most erogenous zones. Stroking a Ferengi's ears gives him a great deal of pleasure, and is such an important part of sex rituals that it has its own name – 'oo-mox'.

A woman's place

Ferengi believe females are inferior to males. On Ferenginar, the females' sole purpose in life is to serve and please their husbands and sons.

Female behavior on the homeworld is covered by a series of restrictive rules. These cover a number of subjects, from eating to the layout of the home, which is to be kept 'traditional' to remind them of their Ferengi heritage – even though a growing number of females would rather forget.

Females must chew or soften the food for the family.

Females may not earn profit.

Females may not talk to strangers.

Females may not wear clothes.

Females may not travel.

Naturally, none of these dictates apply to alien females, which is why Ferengi men so often pursue them with a dedication usually reserved for closing a business deal.



The Guide to the STAR TREK Galaxy

FILE 14 CARD 5

FERENGI LEISURE



When Ferengi join in with the leisure activities of other races, they often try to find a way to introduce profit – for instance, betting on the outcome of games such as 3D chess.



their pursuit of females.

Most Ferengi consider the ideal female to be someone who is as aggressive and calculating as them. What defines a Ferengi male is exactly what attracts them to an offworld female. Of course, such independence would never be tolerated at home: Ferengi females are forbidden to talk to males of their own species, let alone others.

Ferengi enjoy foreplay in their relationships with women. A common form is **oo-mox**, a gentle massage of the ears – one of their most erogenous zones.

Fondle a Ferengi's ears, and he'll follow you anywhere.

If females are unavailable in the flesh, the next best thing for a Ferengi is his favorite **holosuite** fantasy. Ferengi males love their holosuite programs. They indulge themselves at every opportunity in the kind of digitized fantasies that elude them in real life. Most Ferengi holosuite programs are sensual and erotic in the extreme.

Food and religion

The Ferengi enjoy eating almost as much as making money and pursuing women. They are mainly insectivores, and like to keep their food live in a cellar in their houses. This keeps them dank and musty, the way they are preferred. Some favorite Ferengi foods include: **chew grubs**, **tube grubs**, **razor-toothed gree worms**, **flaked blood fleas**, and **millipede juice**.

The tooth sharpener, a common device used to sharpen the tips of the teeth, is both a necessity – because of the Ferengi diet – and a source of pleasure. Next to his ears, a Ferengi's sharp teeth are his most valued physical asset.

The basics of the Ferengi religion, particularly its view of the afterlife, is a good indication of the basic Ferengi values that shape their leisure activities.

When you die, the Ferengi believe there are two possible afterlife

destinations: the **Divine Treasury** or the **Vault of Eternal Destitution**.

If you were good in life, and always turned a profit, you go to the Divine Treasury, which is made entirely of pure latinum. At the gate of the Divine Treasury, the Registrar accepts your bribe and lets you in – if you lived and died like a Ferengi. Inside the Treasury is the **Blessed Exchequer** and **Celestial Auctioneers**. This is where you bid on your new life. The inscription above the door reads: 'Please have your profit/loss statement ready for inspection before entering the Divine Treasury.' But if you were not good, and your

GALAXY FACTS

Hupyrian beetle snuff is a wonderful but expensive habit, and the cost often puts Ferengi off. Once they have acquired profit, they are not so quick to spend it.

Leisure time can be expensive on the Ferengi homeworld. The Ferengi charge an entrance fee to their homes, even to close friends and family.

businesses did not turn a profit, you go to the Vault of Eternal Destitution – a far less desirable destination.

The moral, at least for a Ferengi, is to enjoy the pleasures that life has to offer – but make sure you turn a profit in the process.



For all their sexism, Ferengi males know how to romance a woman. Quark finally wins the heart of his ex-wife, Grilka, by appealing to her love of Klingon tradition.

Ferengi homes are often decorated with many ornaments and rich fabrics. Extravagance is seen as a waste of profit, but a show of wealth is perfectly acceptable.



Ferengi enjoy comfort, and do not like roughing it. When Quark and Nog accompany Ben and Jake Sisko on a camping trip to the Gamma Quadrant, Quark spends the whole trip complaining.



THE
BAJORANS

The Guide to the STAR TREK Galaxy

FILE 10

CARD 5

BAJOR AND THE WORMHOLE



THE
BAJORANS

The discovery of the Bajoran wormhole promises an aid to economic recovery for Bajor, but it has brought new dangers from the Alpha Quadrant and Gamma Quadrant.

The Bajoran wormhole, located in the Denorios Belt approximately 160 million kilometers from the planet Bajor, is the first and only completely stable wormhole ever discovered. With each end remaining at a fixed point in space, this tunnel, which transports users 90,000 light years across space, connects the Alpha Quadrant to the Gamma Quadrant, providing

virtually instantaneous and reciprocal access.

The wormhole was artificially created by a race of aliens who live inside it. They are not subject to time in a linear fashion, and as a result the wormhole exhibits none of the usual quantum fluctuation patterns. Since its discovery, it has become a stable gateway between the quadrants.

The wormhole has enhanced Bajor's status, and the trade between the



Quadrants has had a significant impact on Bajor's economy. Since the discovery of the wormhole, the Deep Space Nine space station, jointly administered by the United

Federation of Planets and Bajor, has been moved from Bajor's orbit to the wormhole's periphery. Its discovery could not have come at a better time for the Bajorans. Recovering

▲ **Opening new doors**
Thanks to the wormhole, Bajor is now an important strategic location, the last port of call in the Alpha Quadrant.

from the Cardassian occupation of their homeworld, this peaceful and spiritual people are in dire need of the economic benefits the wormhole will bring.

Religious importance

Even before the wormhole is officially discovered, it has a tremendous impact on the Bajoran culture over more than 10,000 years, forming an important part of the deep spiritual beliefs held by many Bajorans. But the events since its discovery have affected the planet in a number of ways which have as much secular as spiritual significance.

The presence of the wormhole is of particular relevance to the Bajoran Provisional Government's application to join the Federation. When Starfleet officers arrive on Deep Space Nine, they expect only to help the Bajorans form a foothold on their

RELIGION AND THE WORMHOLE

The Celestial Temple

Although the Bajoran wormhole was not officially discovered until 2369, it had existed in Bajoran religious beliefs for centuries as the Celestial Temple, the home of the Prophets and the origination point of the sacred Orbs. Many Bajoran religious figures are yet to reconcile their beliefs with the secularization that discovery has brought.



▶ In 2369, the then-Vedek Winn objects to the way in which children in DEEP SPACE NINE's school are taught about the wormhole from a secular point of view. To her, the 'wormhole aliens' are gods, and should not be treated as just another life form.



▶ **DEEP SPACE NINE'S** proximity to the Prophets' Celestial Temple, and the presence of the man believed to be the Emissary, ensures that Bajoran religious leaders such as Vedeks Winn and Bareil take a strong interest in events taking place on the station.



▶ Religious Bajorans believe Captain Benjamin Sisko to be the Emissary. Although Sisko himself is skeptical, it cannot be denied that prophecies have a strange knack of coming true around him. The discovery of the wormhole has changed the nature of his job and his relationship with Bajor.

▼ Warping space

When the wormhole begins to open, it appears that space itself is swirling around. The effect, similar to a whirlpool in a lake or a tornado in the air, is dramatic and beautiful.



▲ Long journey

By using the wormhole, ships can cover an incredible distance – 90,000 light years – in a matter of seconds.

way to gaining full membership of the UFP. Instead, **Captain Benjamin Sisko** finds himself inextricably linked to Bajoran religion, hailed as the prophesied 'Emissary'. In addition, since the discovery of the Gamma Quadrant-based **Dominion** – one of the most dangerous enemies the Federation has ever encountered – Sisko and his officers are under constant threat. Bajor has found itself transformed from a backwater world of little interest to anyone, to one of the Alpha Quadrant's most strategic locations, bringing a military presence from many races to the system.

Bajor often finds itself under threat from hostile Alpha Quadrant forces, as well as from the Dominion. Not least among these is the **Cardassian Union**.



The Guide to the STAR TREK Galaxy

FILE 10

CARD 5

BAJOR AND THE WORMHOLE



▼ Bright light

The wormhole opens with a flourish of bright light, which streams outward as the whirlpool effect parts around it and creates a gateway across the Galaxy.



their planet's recovery, and those who fear the Cardassians' return, see the wormhole as an excuse for outside forces to interfere, while religious fundamentalists are offended by the secularization of what they consider to be the home of their gods.

Tahna Los, a terrorist in the **Khon-Ma** extremist

organization, is foiled in his attempt to collapse the wormhole entrance with an explosive **bilitrium** device in 2369. He had hoped that this would end Federation and Cardassian interest in his homeworld.

Vedek Winn, before her appointment as **Kai**, is a particular opponent of children being taught about

the wormhole from a secular viewpoint only.

In truth, the trading opportunities the Bajorans hoped the wormhole would bring to their troubled world have been eclipsed by the religious significance to the followers of the Bajoran faith, while new dangers are posed by renewed Cardassian interest and the constant threat of attack from the Dominion or other hostile forces. One thing, however, is certain – the discovery of the wormhole has made Bajor a very important dot on the Alpha Quadrant map.

BETWEEN A ROCK AND A HARD PLACE

Enemies

Bajor's strategic location, close to the wormhole's gateway to the Alpha Quadrant, has brought it under threat from both sides, leaving the planet extremely vulnerable to attack. Gamma Quadrant forces such as the **Jem'Hadar** see Bajor and **Deep Space Nine** as the first place to attack, while Alpha Quadrant forces consider it the ideal location from which to defend their space.



▲ The **Jem'Hadar** and the **Dominion** could prove to be even more damaging to the Bajorans than the **Cardassians**, but Bajor will not easily surrender its hard-won independence.

◀ **Gul Dukat** has sworn that Bajor will be returned to **Cardassian** rule. Had the **Cardassians** known about the wormhole before their withdrawal, they would never have left the planet.





STARFLEET ACADEMY

ORDER OF RANKS

FEDERATION STARFLEET

Based upon the command structure of Earth's seafaring navies, the rankings of commissioned officers and enlisted personnel in the Federation's Starfleet has evolved over the course of many centuries.

The technological explosion of the 20th century brought about the creation of many highly specialized functions onboard seafaring vessels. This has carried over into Starfleet, where the day-to-day operations of a starship demand highly complex and specialized functions from each and every crew member.

Starfleet personnel are divided into two categories: enlisted personnel and commissioned officers.

Enlisted personnel

Enlisted personnel do not attend Starfleet Academy, though they do go through a basic training for their futures aboard starships. New enlisted personnel are known as **Crewman Recruits**, followed by **Crewman Apprentice**, and finally **Crewman**. Once he or she has reached the status of Crewman, an individual is suitable for assignment on a starship.

A successful Crewman can look forward to a promotion path through six grades of Non-Commissioned Officer: **Yeoman 3rd class**, **Yeoman 2nd class**, **Yeoman 1st class**, **Chief Petty Officer**, **Senior Chief Officer**, and **Master Chief Petty Officer**.

Certain positions are given more elaborate titles in direct response to the officer's level of responsibility. For example, **Miles O'Brien** is promoted from **Chief of Operations** on the **U.S.S. Enterprise NCC-1701-D** to **Master Chief of Operations** on **Deep Space Nine**.

Among the enlisted personnel, the designations of Crewman, Technician, and Specialist cover a wide range of duties, responsibilities, and levels of training and expertise.

Commissioned officers

Commissioned officers are required to attend Starfleet Academy and undergo a rigorous program of training which usually lasts for four years. Having completed the prescribed course of study, cadets are graduated into Starfleet and given their commissions as **Ensigns**. From this starting point, officers, through time of service and performance, rise in rank in the following order: **Lieutenant Junior Grade**, **Lieutenant**, **Lieutenant Commander**, **Commander**, **Captain**, **Commodore** (a common rank in the 23rd

Admiral



▲ Starfleet officers who have attained the rank of Admiral will rarely be seen out of dress uniform.

Vice-Admiral



▲ Vice-Admirals often have to make decisions which have far-reaching consequences for Starfleet.

Captain



▲ Most Starfleet Captains, such as Kathryn Janeway of the U.S.S. VOYAGER, command starships.

Commander



▲ Starfleet officers who hold the rank of Commander are on their way to their first command.

Lt. Commander



▲ Lt. Commanders such as Data of the U.S.S. ENTERPRISE NCC-1701-D are valued senior crew members.

Lieutenant



▲ Lieutenants often have specific roles. Lt. Tuvok is the U.S.S. VOYAGER's Security Officer.

Lt. Junior Grade



▲ Junior Grade Lieutenants have made their first step on what may prove to be a long promotion ladder.

Ensign



▲ Ensigns are often fresh out of Starfleet Academy, and have relatively little experience.

Cadet



▲ Cadets are yet to complete their training, but are on their way to becoming valued officers.





ORDER OF RANKS

Non-Commissioned Officers

In ancient armies, the rank structure could often be a way of reinforcing social inequalities, with the privileged elite enjoying officer status while the enlisted men knew their place. By the time Starfleet is formed, social attitudes are much more enlightened, and the rank differences now signify nothing more than length of service and experience. As late as the 20th century, officers and enlisted men were not allowed to socialize together, nor to marry across the ranks, but Starfleet imposes no such barriers.

Although he has never attended Starfleet Academy, Chief Miles O'Brien is good enough friends with Lt. Commander Data to ask him to give the bride away at his wedding. O'Brien later cultivates equally strong friendships with many of his officer colleagues on the space station *Deep Space Nine*.



▲ Chief Miles O'Brien has enjoyed a very successful Starfleet career despite never having attended the Academy, and enjoys close friendships with many higher-ranking officers.

◀ Non-commissioned personnel and officers mix freely in the 24th century, and the differences in status are no bar to friendship. The days when enlisted men knew their place are long gone.



century, but used far less often in the 24th) **Rear Admiral, Vice-Admiral, Admiral**, and, finally, **Fleet Admiral**.

In the early years of Starfleet, the **Executive Officer**, with the rank of Lieutenant, is second in command to the Captain on all ships, such as **Number One** on the *U.S.S. Enterprise NCC-1701*, who serves under the command of **Captain Christopher Pike**. This position has subsequently been abandoned as an official Starfleet designation. However, the term 'Number One' has survived as a common nickname given by starship captains to their second-in-command.

Life onboard a starship of any size is a highly complex operation. The day-to-day functioning of the vessel is divided up into departments: Operations, Communications, Tactical, Security, Sciences, Medical, and Command. Each of these departments is staffed by a team of enlisted personnel, non-commissioned officers, and commissioned officers.

Other Starfleet rankings and positions

The Medical Department can include: Doctors, Nurses, Ship's Counselors (previously known as Ship's Psychiatrists), and Medical Technicians. Other ship's operations, such as the transporters, are usually staffed by a Transporter Chief, a Transporter Ensign, and a Transporter Technician. Additional crew members can be added to the roster of any department on an as-needed basis.

Officers of both Starfleet and the **Federation** have wide-ranging responsibilities, and their titles reflect this diversity. **High Commissioners** are charged with overseeing certain civilian operations of importance conducted by Starfleet. **Portmasters** are responsible for the overall daily operations of starbases and other spaceship ports of call. Diplomatic endeavors are handled by **Federation Ambassadors**.

The head of Starfleet Academy is known as the **Superintendent**, and student members of the Academy are classified as **Cadets, 4th class** to **1st class**, in ascending order of seniority, depending on how much of their course has been completed.

Rank designation

Rank insignia are clearly displayed on uniforms at all times. Braids just above the wrist on the sleeves of Starfleet uniforms designate rank until 2285, when insignia is moved to the right shoulder closure of the redesigned uniforms. Rank insignia currently appear as collar pips; one pip is designated by a gold pin, a half-pip by a black pin with a gold outline. An enlisted Crewman has no pips, an Ensign has one, a Lieutenant Junior Grade one and a half, a Lieutenant two, a Lieutenant Commander two and a half, a Commander three, and a Captain four. Commodores and all ranks of Admiral are designated by vertical bars on their collars, ranging from one to four bars.

Doctor's privilege



▲ Doctors can hold any rank from Ensign upwards, but all have the authority to override the orders of the Captain and relieve him or her of duty if their physical or mental health is in question.

Rapid ascent



▲ Some officers, such as Worf, have advanced rapidly through the ranks, receiving a succession of promotions over a relatively short period of time.

Field commissions



◀ When separated from Starfleet Academy, ship captains have it in their power to award field commissions and promotions to deserving crew members. The members of the Maquis who join the crew of the *U.S.S. VOYAGER* in the Delta Quadrant are given field commissions by Captain Kathryn Janeway.



FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

GALAXY-CLASS STARSHIP

REGISTRATION No:

NCC-71807

NAME:

U.S.S. YAMATO

VENTRAL VIEW

LIFEBOATS

PHASER STRIP

TRANSPORTER
EMITTER

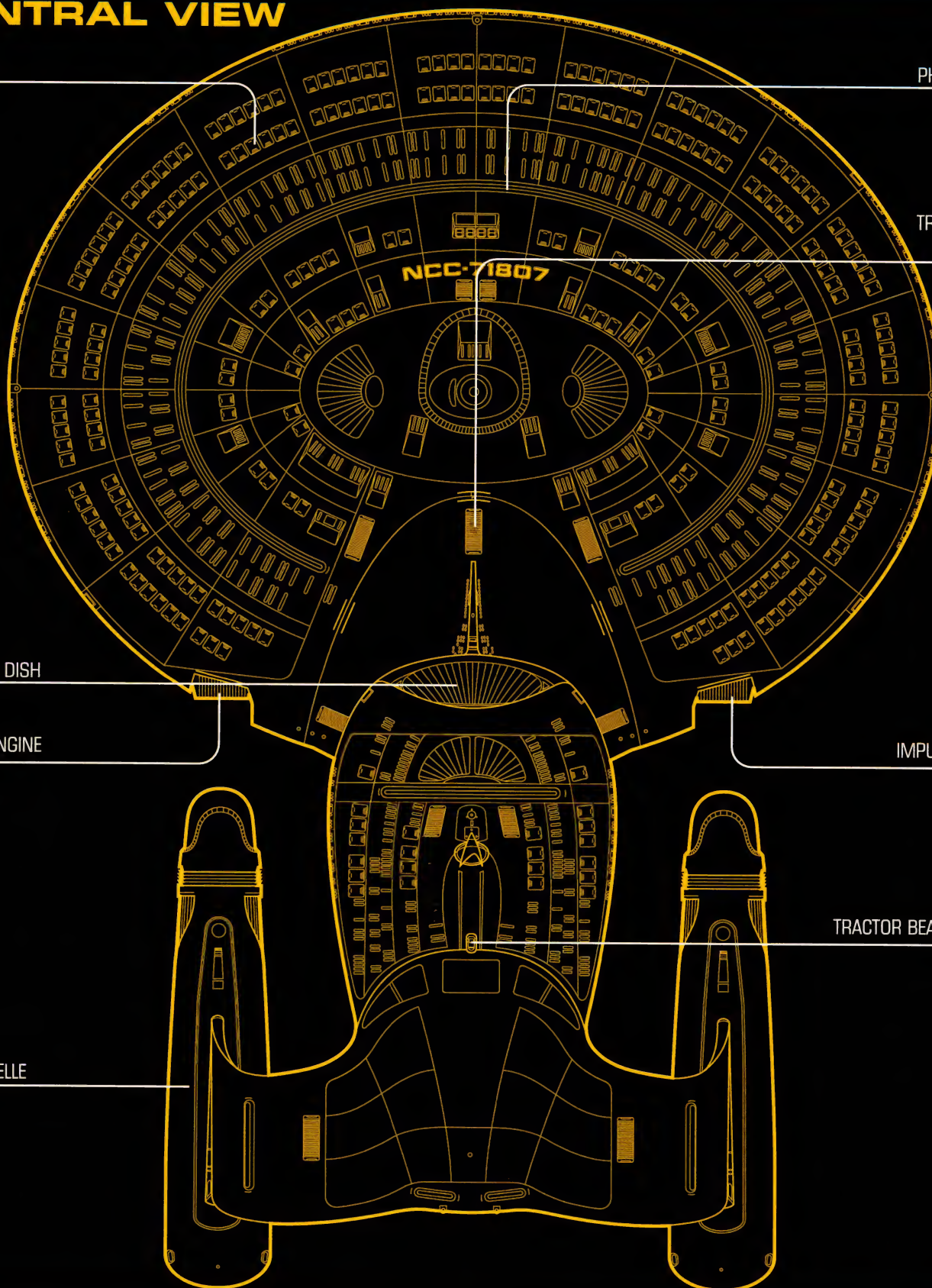
DEFLECTOR DISH

IMPULSE ENGINE

IMPULSE ENGINE

TRACTOR BEAM EMITTER

WARP NACELLE



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FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
GALAXY-CLASS STARSHIP

REGISTRATION No:
NCC-71807

NAME:
U.S.S. YAMATO

Despite an able Captain and a brave crew, the *U.S.S. Yamato NCC-71807* becomes yet another victim of the Galaxy's unexpected dangers, and not even the *U.S.S. Enterprise NCC-1701-D* can save the day this time.

When the *Galaxy*-class *U.S.S. Yamato* is commissioned, the dedication plaque on its bridge contains a quote from U.S. President Thomas Jefferson that reads: "I have sworn eternal hostility against every form of tyranny over the mind of man." Ironically, two years later the *Yamato* is destroyed by an advanced instrument of tyranny, unimagined in Jefferson's time, from a civilization dead for more than 200,000 years.

Only six *Galaxy*-class ships are ordered during the initial phase of construction. The prototype *U.S.S. Galaxy* takes decades to develop from concept to finished ship, and the *U.S.S. Yamato*, registry number **NCC-71807**, is the first *Galaxy*-class production starship assembled at the **Utopia Planitia Fleet Yards** of Mars.

The *Yamato*'s first and only captain is **Donald Varley**, an old friend of **Captain Jean-Luc Picard**. When Picard's *U.S.S. Enterprise NCC-1701-D*, also a *Galaxy*-class ship, begins her tour of duty a year later, Varley is among those who send congratulatory messages, as is the captain of the prototype *U.S.S. Galaxy*.

Strange twin

In 2365, an incredibly powerful and mysterious creature named **Nagilum** uses a fake duplicate of the *Yamato* to study how the captured crew of the *U.S.S. Enterprise* react to the sight of a friendly ship. Oddly, Nagilum's duplicate *Yamato* registry number appears, incorrectly, as **NCC-1305E**. Other inconsistencies in this far-from-perfect duplicate allow the *Enterprise* crew to determine the fraud.

Later that year, the real *Yamato* travels to **Denius III**. An archeology project here has uncovered artifacts which seem to prove that ancient **Iconia** was no myth. Captain Varley

wonders if the reports of advanced Iconian technology – for example, the ability to travel through space instantly without a spaceship – are also true. Long interested in the Iconian legends, Varley uses the star map found on Denius III to determine the location of the Iconia homeworld. Unfortunately, it is in the middle of the **Romulan Neutral Zone**. Convinced that any risk is acceptable if it protects advanced Iconian technology from the Romulans, Varley takes the *Yamato* into the Neutral Zone.

Varley quickly locates the bombed-out Iconian homeworld. A remaining Iconian automatic sensor system detects the *Yamato* in orbit and launches a probe. Although the probe seems to merely scan the Federation vessel, it is, unknown to Varley, actually planting a virus in the *Yamato*'s computers. Shortly afterward, the ship begins experiencing malfunctions. Though minor at first, they soon turn deadly when a forcefield collapses in a shuttlebay, killing 18 engineers.

Beyond help

As the *Yamato* crew try to zero in on the problem, Varley calls the *Enterprise*, the *Yamato*'s sister ship, and requests immediate help. The *Yamato*'s inexplicable malfunctions make Varley suspect that *Galaxy*-class ships might contain undiscovered design flaws. Meanwhile, Varley's presence in the Neutral Zone does not go unnoticed by the Romulans.

Picard arrives a few minutes before the *Yamato*'s final malfunction – the failure of her antimatter containment system. Varley tries to explain to Picard, via a static-filled viewscreen, what brought him to the Neutral Zone, but it is too late: the *Yamato* explodes and, tragically, everyone on board is lost along with the ship.



▲ Captain Donald Varley, an old friend of Jean-Luc Picard, is the only man to captain the *U.S.S. YAMATO* during its brief and tragic career. The *YAMATO* is destroyed a mere two years after it is launched.



▲ When a powerful entity named Nagilum traps the *U.S.S. ENTERPRISE* and studies the crew like rats in a maze, it creates a fake *U.S.S. YAMATO*. Nagilum plans to study how the crew of the *ENTERPRISE* react to the sight of a friendly ship.



▲ When the *YAMATO* faces destruction, Captain Varley tries desperately to communicate with the *U.S.S. ENTERPRISE*, both to ask for help and to tell them what he has found. His ship's systems are failing, and his transmission barely gets through.



▲ The *U.S.S. ENTERPRISE* arrives too late to help the stricken *YAMATO*. The *ENTERPRISE* crew can only stand and watch as their sister ship suffers an antimatter containment failure which will rip the vessel apart.



▲ The *YAMATO* explodes in a dramatic fireball, killing Captain Varley and everyone else on board. Little do the *ENTERPRISE* crew suspect that, in only a few years, their ship will fall victim to the same fate.

FILE 44 NON STARFLEET HUMANS

Zefram Cochrane

At approximately 11 a.m. [mountain time] on 5 April 2063, a Vulcan survey ship passes through Earth's solar system, but has no plans to visit the 'primitive' planet Earth . . . until a warp signature from **Zefram Cochrane's** experimental ship attracts the Vulcans' attention.

Of all the great inventors who have ever lived on the planet Earth, few can claim to have had as much impact on the course of history as **Zefram Cochrane**. The amazing coincidence of choosing to make the first warp flight in his experimental ship, the **Phoenix**, on the same day as a **Vulcan** survey ship passes through Earth's solar system, leads to one of the most important moments in human history – the first meeting with an alien race.

This meeting leads not only to the interstellar expansion of humanity, but to a new era in human

history – a peaceful time during which great strides in science, art, and social engineering are made.

Cochrane's discoveries ensure his place in history. In the centuries to come, his theories and discoveries are taught in schools which are named after him, and his name is given to units of measurement relating to warp physics.

Humble beginnings

At the time of his greatest triumph, Zefram Cochrane is a tall scientist, craggy in a distinctive way, who favors wearing long overcoats and a baseball cap studded with pins and worn with the bill facing back. His choice of clothing

PROFILE ON ZEFRAM COCHRANE

NAME: Zefram Cochrane

LIFE FORM: Human male

BORN: 2030, Earth

STATUS: Inventor of the warp drive; pilot of the first ship from Earth to break the warp speed barrier; responsible for the first contact between the human race and the Vulcans.

PLACE OF RESIDENCE: Montana settlement, North America, 21st century Earth; Alpha Centauri until 2117; asteroid in the Gamma Canaris region, 2267.

ASSOCIATES: Lily Sloane [on Earth]; the Companion [on Gamma Canaris]

FIRST SEEN: 'Metamorphosis' [TOS]

ALSO SEEN: STAR TREK: FIRST CONTACT



▲ Zefram Cochrane has a bigger impact on Earth's history than any other human. By developing the warp drive, he gives mankind the ability to explore space beyond the boundaries of our own solar system.

LIVING UP TO HIS LEGEND



★ Honored to meet you

Many of the crew members of the 24th-century U.S.S. ENTERPRISE NCC-1701-D, such as Lt. Reg Barclay, are overwhelmed to meet Cochrane. They consider him a great man, but Cochrane finds all the adulation a little intimidating.



★ Ready to roll

Despite his reservations and a severe hangover, Cochrane goes along with the warp flight. He is accompanied by the First Officer and Chief Engineer of a ship which, without him, would never have existed.



★ New friendship

Zefram Cochrane shakes hands with his Vulcan visitor, and takes the first step toward an alliance which will change the history of the Galaxy.

★ First sighting

When Lily first spots the BORG CUBE in the night sky, she has no idea how important the events of the next few hours will be to the human race.



OTHER CARDS IN THIS FILE...

12A Lily Sloane

SEE OTHER FILES...

THE BORG.....File 15

A GUIDE TO NON-FEDERATION STARSHIPS.....File 33

PROPULSION SYSTEMS.....File 64

STAR TREK:
The Original Series.....File 68

STAR TREK:
FIRST CONTACT.....File 79

Zefram Cochrane

A NEW LIFE

★ Cheers!

Zefram Cochrane may be on the other side of the Galaxy, but his drinking habits haven't changed. Visited by the first humans he has seen in decades, Cochrane hands them drinks and proposes a toast.



★ Private life

Time has not changed Cochrane's desire for privacy. Opting for a solitary life until he met the Companion, he asks Kirk and his colleagues not to report his current whereabouts to Starfleet.



★ Memories of home

Cochrane has decorated his new home in styles reminiscent of Earth, but he has no desire to return to the planet of his birth. His warp engine has allowed him to travel the stars, and to set up home wherever he chooses.



may be influenced by living approximately 10 years after the Third World War.

Even when drunk – which is often – Cochrane is not without a certain charm. He can still put together a coherent sentence, and he recognizes the constellation Leo in the night sky. Even with what he describes as a “four-alarm hangover” he is ready to make history piloting his warp ship, the *Phoenix*.

Enjoying life

He enjoys rock ‘n’ roll music of the mid-20th century and considers it a necessary accessory when he makes his first test flight of the *Phoenix*. One of his first gestures of friendship toward the Vulcans is to introduce them to the music he

enjoys so much.

Though he claims not to care about the *Phoenix*, his sentiments may be more a philosophical reaction to war experiences and disappointments throughout his life than to an actual lack of concern. Despite his cynical approach to life, when given an opportunity to salvage his ship and make the test flight he has planned, he takes it.

Cochrane is made uncomfortable when confronted time and time again with sincere adulation by visitors from his planet's future. The ideas that the site of his first flight will become a historical monument, that a 20-meter-tall marble statue of him is going to be erected, and that high schools and text book chapters will be named after him, make him

very uncomfortable.

He is a private man who does not think of himself as a hero or a savior or anything but a guy attempting to make a buck off a scientific discovery. His dream is not to usher in a new era for humankind, but to retire to a tropical island where native girls run around naked. Sadly for him, these dreams are never realized.

A different destiny

Ten years after his historic flight Cochrane will say, “Don’t try to be a great man. Just be a man. Let history make its own judgments.” The Cochrane of April 2063 calls this rhetorical nonsense; but the advice makes him think, and perhaps this is the beginning of his

acceptance of his place in history.

Sometime after First Contact, Cochrane travels to the colonies in Alpha Centauri, and in 2117, at the age of 87, he leaves for parts unknown. In 2267, on **Stardate 3219.8**, Captain James T. Kirk of the **U.S.S. Enterprise NCC-1701** is surprised to find Cochrane living on a planetoid in the **Gamma Canaris** region. When found by Kirk, Cochrane's appearance has changed, and he is considerably younger than might be expected. This might be accounted for by the fact that Cochrane has been cared for by an alien life form known only as the **Companion**. The Companion joins with **Commissioner Nancy Hedford**, allowing Hedford and Cochrane to live out normal human lifespans in each other's company. At Cochrane's request, Kirk does not report his discovery to **Starfleet**.

A FRIEND FOR LIFE



★ Communication

In 2367, the shuttlecraft GALILEO, from the U.S.S. ENTERPRISE, crashlands on Gamma Canaris N. Spock is able to mind-meld with the creature Cochrane knows only as the Companion.

★ Companions

The Companion is a non-corporeal life form, but nonetheless has a female gender. The creature chooses to join with the terminally ill Nancy Hedford in order to take a mortal, human shape.

★ Symbiosis

Cochrane and the Companion enjoy a symbiotic relationship, and have come to love each other. The Companion takes on Hedford's human form, and the romance develops more fully.



“This whole area becomes a historical monument. You’re standing on almost the exact spot where your statue’s gonna be.”

— Geordi La Forge to Zefram Cochrane

FILE 43 STARFLEET PERSONNEL

Chakotay and the Maquis

Chakotay, a man whose people were displaced and who always felt displaced among his people, finally finds focus: somewhere between the Maquis and the Federation, deep in the Delta Quadrant.

Chakotay is a descendant of a tribe of Native Central American traditionalists who, unhappy with the homogenization of their ancestry by western culture, relocated to preserve their cultural identity. His ancestors left Earth to settle on a planet near to Cardassian space, where they lived for several hundred years before Chakotay's birth.

As a young man, Chakotay followed his own path, a path contrary to his tribe's communal way of thinking. His never-ending curiosity about the Galaxy

led him to **Starfleet Academy** in 2350.

Even here Chakotay had trouble conforming to the rigid rules and protocol. Just after the end of the **Cardassian Wars**, around 2354, he was posted to the **U.S.S. Merrimac**, but when he learned that his tribe was being attacked by the Cardassians, he left **Starfleet** to join the infant rebel group who called themselves the **Maquis**.

Fighting for freedom

Though both the **Cardassians** and the **Federation** consider the Maquis unruly and dangerous outlaws, the

PROFILE ON CHAKOTAY

NAME: Chakotay

LIFE FORM: Human male

2350: Enters Starfleet Academy

2354: Posted to the **U.S.S. Merrimac**, but later leaves to join the Maquis.

2371: The Maquis ship commanded by Chakotay is apparently lost in the Badlands. It is in fact transported to the Delta Quadrant; here, the crew are rescued by the Federation vessel the **U.S.S. Voyager**, and Chakotay is appointed First Officer.



▲ Chakotay sacrifices his Starfleet career for a fight he considers more important: defending the colonists in the Demilitarized Zone from Cardassian injustice. But when he finds himself stranded on the other side of the Galaxy, he soon learns to compromise.

BACK IN STARFLEET



★ **Hiding place**
During his time in the Maquis, Chakotay used the popular tactic of hiding in the dangerous and unpredictable plasma storms of the Badlands to avoid capture. Ironically, it is not the plasma storms which prove to be the greatest danger but the **Caretaker**, a near-omnipotent being who transports the ship across space.



★ Lifesavers

When Chakotay and his crew are beamed aboard the **U.S.S. VOYAGER**, he is grateful that their lives have been saved. He sees no point in acting hostile toward the Starfleet crew, despite his past grievances against the Federation.

★ Across the Galaxy

To their joint surprise, Chakotay's Maquis ship and the **U.S.S. VOYAGER** find themselves in the Delta Quadrant, 70,000 light years away from Federation space.

Maquis view themselves as freedom fighters. Many are idealistic nonconformists, who think their tactics are the only way to protect their families from Cardassian aggression. This suits Chakotay just fine; he wasn't quite at home on his homeworld, and he wasn't comfortable in Starfleet either. Joining the Maquis allows him to be contrary while fulfilling what he believes to be a greater good.

His leadership style with the Maquis is calm, yet firm. He isn't afraid to throw a few punches to assert his authority Maquis-style, and it takes a lot to

ruffle him. He leads with gentle conviction, and trusts his crew members. In the midst of a battle against a Cardassian ship in 2371, with his **Maquis Raider** spacecraft running on a 39-year-old rebuilt engine, Chakotay is assured and efficient, quietly asking his engineer for more power – and he expects to get it.

His steady, fearless leadership earns him the devotion of his Maquis crew, but it also leaves him slightly vulnerable. He inherently trusts people, judging them by their actions in the present rather than in the past, and



Chakotay and the Maquis

TEAMWORK

★ Recommendation

When the Starfleet and Maquis crew join forces, Chakotay ensures that his people receive their share of the top jobs. On his recommendation, B'Elanna Torres is made Chief Engineer.



★ Burrying the hatchet

When Chakotay met Tom Paris as a Maquis operative, he was less than impressed. When their paths cross again in the Delta Quadrant, Tom proves his worth by saving Chakotay's life, and the two soon put past differences behind them.

this makes him ripe for unknowingly harboring spies. There are two serving with him: **Tuvok**, a **Vulcan** who is spying on the Maquis for the Federation, and **Seska**, a **Cardassian** altered to look like a **Bajoran**. When Chakotay learns of each of their betrayals later on, he takes it personally – especially as at one time Seska was his lover, and he feels that she used him. It's hard for Chakotay to accept that his devotion to the Maquis mission was not equaled in those he trusted with his life. But he isn't a man to wallow in his downfalls, and quickly absorbs the lesson into his psyche. When Chakotay and Tuvok find themselves serving together on

the **U.S.S. Voyager**, Chakotay never holds the Vulcan's past actions against him. When Seska defects, Chakotay even turns to Tuvok for guidance, asking if the Vulcan thinks it is a flaw in his personality which allows him to be so easily fooled.

Playing by the rules

When Chakotay and his crew first join the **U.S.S. Voyager** in the **Delta Quadrant**, he clearly dislikes **Tom Paris**. The two apparently had dealings during Paris' brief and disastrous career with the Maquis. Chakotay suspects Paris of selling Maquis secrets to the Federation for an early release from prison, and this betrayal revolts him.

"Do you think I gave you my heart to get your Maquis secrets?"

— Seska to Chakotay

Chakotay is a man of honor and principles, even if the principles he follows aren't accepted by a majority of the people around him now.

The Maquis may have a different way of doing things, but a good leader is a good leader in any situation, and **Captain Kathryn Janeway** of the *Voyager* recognizes this. When she has to appoint a new First Officer, she turns to the man who can best unite the two disparate crews.

Chakotay certainly has the leadership abilities and experience to fulfill his role. He seems to shed his resentment of Starfleet rules and regulations with surprising ease, and sees the logic of Federation procedures much more easily than some of his fellow

Maquis. When Seska breaks into the food stores to make his favorite mushroom soup, Chakotay isn't amused by her "Maquis operation", and disciplines her. On the other hand, when she joins a **Kazon** sect and is a danger to the entire *Voyager* crew, Chakotay takes off after her himself to solve the problem in his own style.

Lost in the unexplored **Delta Quadrant**, Chakotay is willing to put aside his differences with a government thousands of light years away. Janeway is a captain he can respect and follow, and their mission to find a way home is one he can believe in. Above all, the **Delta Quadrant** provides an endless voyage of discovery, enough to satisfy even Chakotay's thirst for adventure.

★ By the book

Although Tuvok spent time with the Maquis, he finds it difficult to understand their contempt for procedures he sees as logical. But when some of the Maquis crew need a crash course in Starfleet protocol, he is appointed to instruct them.



★ New rules

Some of the former Maquis members think the Federation wastes too much time on its precious rules. Chakotay tries to explain that there is a reason behind everything Starfleet does; the rules are not just there for the sake of it.



★ The old way

Chakotay demonstrates the 'Maquis way': getting what you want by punching those who do not agree with you. But the Maquis crew are on a Federation ship now, and must learn to do things the Federation way, whether they like it or not.



BETRAYED BY SESKA

★ False allegiance

When Chakotay discovers that Seska is a Cardassian agent spying on the Maquis, and has now betrayed the **U.S.S. VOYAGER** to give stolen technology to the **Kazon**, he takes it personally.



★ Maquis style

Of all the Maquis members, Seska is the one who always rebels most strongly against Starfleet rules and regulations, preferring to do things her own way. When she steals rations, Chakotay punishes her, even though she took them as a gift for him.



3D Chess

Chess, an ancient Terran game of strategy and skill, has become popular throughout the Galaxy. The board has taken on a three-dimensional aspect, but the basic rules remain the same.

Few games of any kind have won as much truly universal appeal as chess, which can trace its roots as far back as the 6th or 7th century, to the area of Earth known as India. At this time, historians learn in 2269, **Sahndara nova** refugees, who briefly settle on Earth before leaving for **Platonius**, take the game to their hearts.

The original one-level playing board, with its battlefield of 64 checkerboarded squares hosting the conflict between two armies of 16 pieces each, took modern shape in Earth's 15th century and retains ardent fans to this day. It remains a symbol of complexity and intellectualism, although the most spirited play results when players do not remain slaves to well-established, tried-and-tested moves.

Chess in the modern day

The game has fostered at least two challenging and popular variants. These are both played on multi-planar boards, adding the challenge of three-dimensional thinking and bolstering the game's overall popularity, from **Vulcan** and **Ferenginar** to **Risa** and the **First Federation**. One of these versions of 3D chess has been a staple in **Starfleet** recreation rooms, lounges, and crew quarters for more than a century.

Like its predecessor, 3D chess pits two players against each other on 'black' and 'white' sides – though the actual color may be

relative with dark and light tones, or clear and metallic pieces – and the rules remain much the same: each side tries to defend its king against checkmate or capture by deploying the other pieces according to certain moves unique to each. The chess pieces also remain traditional, comprising eight lowly pawns, two each of rooks, bishops and knights, the king, and the powerful queen.

Variations

Rather than the traditional mono-planar board of an eight-by-eight square grid, one of the modern variations simply employs three boards stacked on top of one another, with moves possible in both horizontal and vertical directions. In this game, known to be played by **Ferengi** as well as humans, the upper board is known as the 'king's level' and the middle as the 'queen's level.'

These terms also apply to the more popular format of 3D chess, the unofficial favorite of starship crews. In this version, the three stacked boards are smaller four-by-four grids. Their corners provide a resting

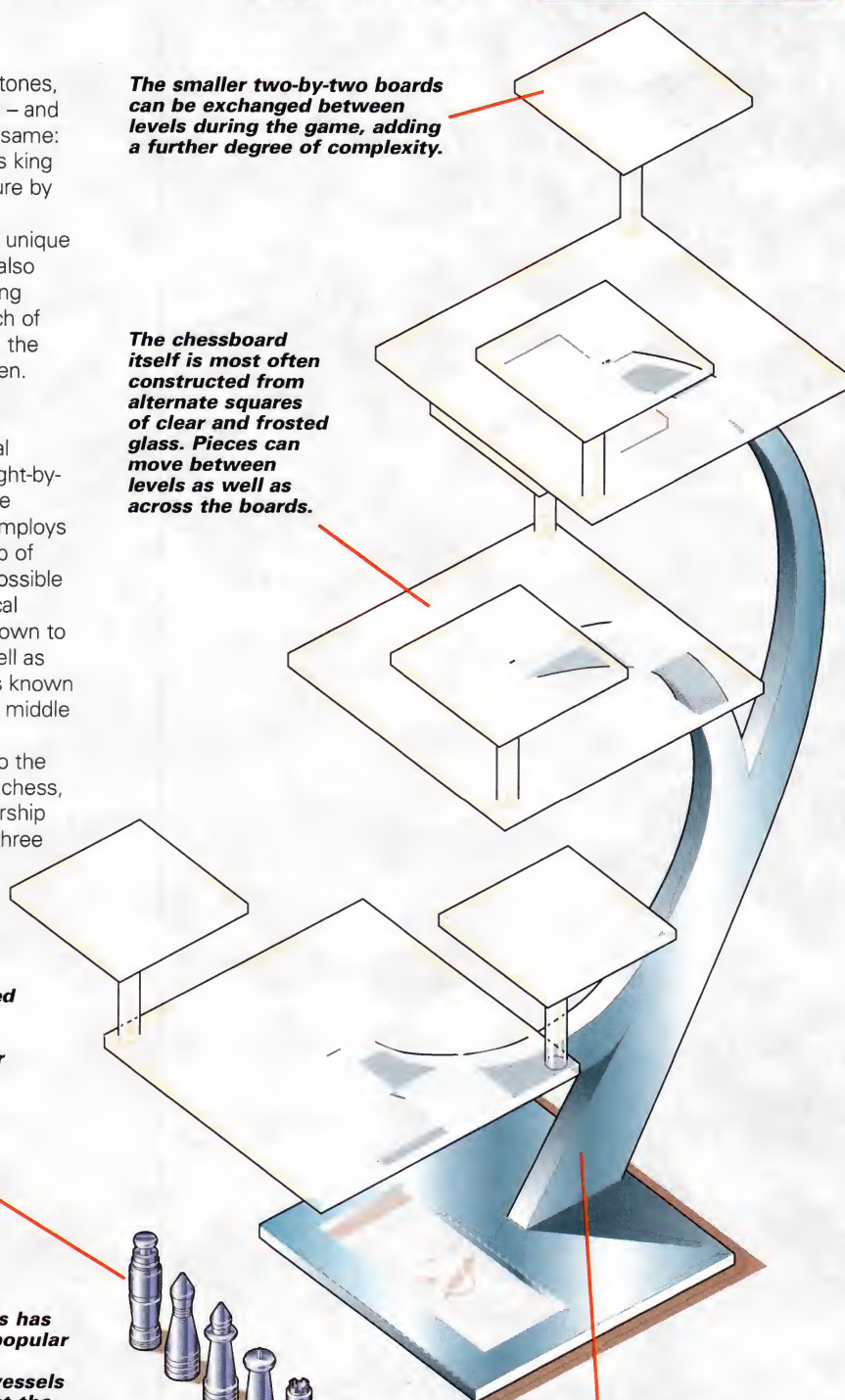
The 'black' and 'white' sides may be differentiated by pieces retaining the original colors, by shiny and dull metal, or by clear and frosted glass. The pieces themselves keep the identities of those used in the traditional game.

The multi-levelled board of 3D chess has become a popular feature in the relaxation areas of many Starfleet vessels and stations.



The smaller two-by-two boards can be exchanged between levels during the game, adding a further degree of complexity.

The chessboard itself is most often constructed from alternate squares of clear and frosted glass. Pieces can move between levels as well as across the boards.



The solid base of the chess board is usually made from a silvery metal, and ensures that the game remains stable at all times.

3D chess has been a popular pastime on Federation vessels since at least the 2260s. Crew members rarely appreciate having their concentration broken during a game.



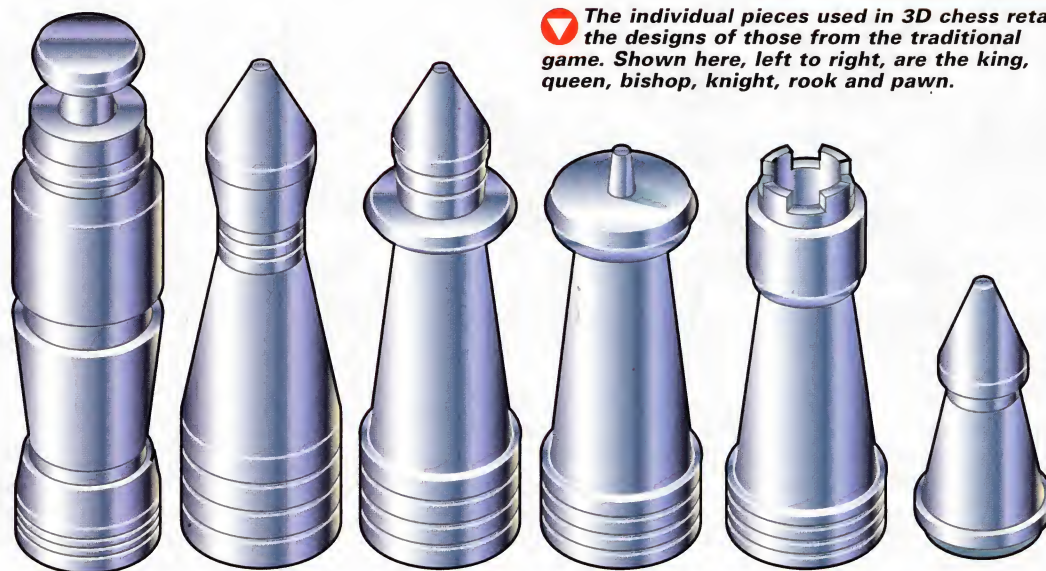
3D Chess

spot for any of a number of two-by-two movable mini-boards, which can inject attacks and defenses with little warning and add another level of complexity to the game.

Traditional moves

In either case, the basic and traditional moves of the individual pieces – the slow advance of the pawn, the hopscotch ability of the knight, and so on – are retained, but new possibilities open up with the availability of multiple levels and attack areas. Echoing the original format, moves are recorded and notated in the three-layer game by announcing the piece, square, and board layer, as in "pawn to king's bishop 3, queen's level" and "pawn to queen 4, king's level." The mobile-board game with fewer spaces per layer requires only the mention of the numbered space.

▼ Many master strategists, such as Commander Riker, find that their skill gives them an edge in this game of tactics.



▼ The individual pieces used in 3D chess retain the designs of those from the traditional game. Shown here, left to right, are the king, queen, bishop, knight, rook and pawn.

Traditional chess has such a long history that certain moves, risks and strategies have been well-documented for study and analysis, and its variant of 3D chess is no exception. For example, a player may follow up the Queen's Gambit with the traditional Aldabren Exchange. Or a player will likely answer the Kriskov Gambit with the el-Mitra Exchange, which does not require the use of either rook.

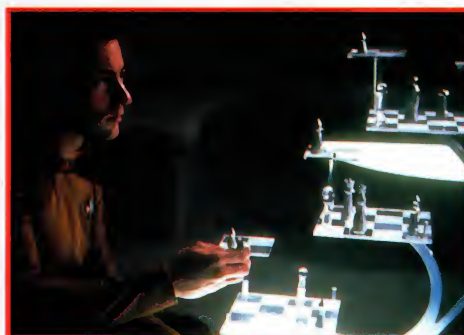
Interestingly, 3D chess has been

such a favorite aboard starships that it has even taken on a life of its own in Starfleet lore. The legendary James T. Kirk owes his career to chess, after his first officer and chess expert Spock deduces that his own ability to beat their ship's computer too many times is proof of the same tampering that has provided damning evidence against Kirk in a court-martial.

To this day, chess programs are a standard menu option among

humanoid crewed starships, and larger ones such as those of the Galaxy-class may even see two chess tournaments in one day due to the game's ongoing popularity.

Whatever the format, movable or three-planar, 3D or traditional, it's obvious that Earth's classic battle of logic and strategy versus intuition and impulse has survived through many centuries and across even greater distances. Chess has become one of Earth's most enduring gifts to the Galaxy.



▲ Lt. Darian Wallace is one of many crew members aboard the U.S.S. ENTERPRISE who regularly relaxes by playing this stimulating and intellectually challenging game.

▲ By pitting himself against the ship's computer, Data can enjoy a game of chess against an opponent which can calculate the results of every single possible move as quickly and as thoroughly as he can himself.

▲ Mr. Spock's ability to beat the U.S.S. ENTERPRISE's computer regularly – a feat which should be impossible – alerts him to the fact that the computer has been tampered with, and saves Captain Kirk's career.



▲ Commander Riker enjoys a number of games of chess with Ferengi delegates to the interstellar Trade Agreements Conference on Betazed in 2366. The game later proves instrumental in aiding his escape from DaiMon Tog's FERengi MARAUDER.





'Second Skin'

According to the Bajoran records, there are worrying gaps in Major Kira's memories, and when she goes to investigate she uncovers a 'truth' that may be too horrible to bear. Can Kira Nerys, heroine of the Bajoran resistance, really be a Cardassian spy?

Major Kira is surprised when a researcher from Bajor contacts her to ask about her experiences in prison at **Elempsur**; she has no memory of it. Kira goes to Bajor to investigate the claims, but she never arrives. Instead, she wakes up to find herself on **Cardassia**, and is shocked to find she looks like a Cardassian.

Entek, a member of the **Obsidian Order**, tells Kira that she is really **Iliana Ghemor**, an undercover Cardassian operative. Her memories were suppressed, but she has been given medication to restore them. She is introduced to **Legate Ghemor**, her father. Ghemor's concern seems genuine, but Entek is worried that her memories haven't returned, and shows her 'Kira's' corpse. When she refuses to cooperate, he warns her that the Order won't wait much longer.

Concerned father

That night, Ghemor stops Kira from escaping. He promises that he won't let the Order harm her, and begs her to watch a recording she made before going undercover. It does indeed appear to be from her.

Entek resumes his interrogation, but Ghemor forces him to leave. Kira stares at a mirror before finally smashing it and collapsing. Distressed, Ghemor promises that he will help her to escape. He can't let the Order harm his daughter.

Kira prepares for her escape. When Ghemor explains that he is a dissident, Kira realizes what this is all about – the Obsidian Order are using her to force Ghemor to expose his colleagues in the Cardassian underground. Unfortunately, Entek now has enough proof. He has them at gunpoint, but Garak and Sisko burst in to rescue Kira and, as they escape, Garak kills Entek.

On **Deep Space Nine**, **Dr. Bashir** proves that Kira is really Bajoran. Ghemor, who escaped with them, leaves for **Methanite** space, where he has been offered sanctuary.

'SECOND SKIN'

"I spent the entire winter with my resistance group in the Dahkur hills. We had no power cells for our phasers, very little food, and we spent most of our time in caves hiding from the Cardassian sensor sweeps. Believe me, it was very memorable. The records are fake. The only question is, who faked them, and why?"
— Kira Nerys

ON SCREEN...



1 Major Kira receives a call asking her about her memories of Elempsur, but as far as she remembers, she was never there. Puzzled, she heads for Bajor.



2 Kira wakes up on Cardassia to find that she now resembles a Cardassian. This, she is told, is her natural appearance: she was surgically altered to look Bajoran.



3 Kira is told that she is really Iliana Ghemor, a spy sent to infiltrate the Bajorans. To convince her of the truth, 'Iliana' is shown the 'real' Kira's corpse. But despite the evidence, she can't bring herself to believe the story, and refuses to cooperate.



4 'Iliana' is told that her real memories were repressed, but should return soon. The Obsidian Order are growing impatient, and will not wait forever.



5 As Kira realizes what is going on, Commander Sisko and Garak arrive in the nick of time and rescue her. Entek is killed in the struggle.



6 Back on DEEP SPACE NINE, with her true appearance restored, Kira says goodbye to Legate Ghemor, who has been offered sanctuary in Methanite space.

STARSHIP FACTS



Although Kira is not one of them, the Cardassians have often used genetically altered undercover agents to infiltrate other groups, including Seska, who, in Bajoran guise, poses as a Maquis operative.





FILE 70 STAR TREK: DEEP SPACE NINE

'The Abandoned'

When an infant Jem'Hadar arrives on *Deep Space Nine*, Odo, a Changeling, is the only one who can control him. But as time progresses, it becomes clear that the Jem'Hadar only wants to do one thing — kill.

Quark buys some salvage, and in the wreckage he finds a baby. The child grows at a phenomenal rate, and is soon the size of a eight-year-old; it can already talk, and wants to learn. Dr. Bashir tells Sisko that the child is obviously genetically engineered, and that its intelligence has been implanted.

Later, Bashir is telling Dax that the child is missing a vital enzyme when he is called to sickbay. The child has reached adult size and it is now obvious that it is a Jem'Hadar. The child is uncontrollably violent until Odo arrives and shifts shape; the Jem'Hadar bows down before him.

Starfleet wants to take the child away to be studied, but Odo persuades Sisko to let him care for it. The Jem'Hadar is in the brig and is suffering from **ketracel white** withdrawal symptoms. Fortunately, O'Brien finds the vital drug in the wreckage and Dr. Bashir administers it. The Jem'Hadar moves in with Odo, and tells the **Changeling** that he is convinced Odo is superior. Odo tells him that's not true. He takes the boy to the **holodeck** and creates a combat partner for him. The Jem'Hadar loves fighting, and keeps asking for a tougher opponent. As he fights, Kira warns Odo that the boy is nothing more than a killing machine, but Odo insists that he can be more.

Unavoidable destiny

Sisko calls Odo to his office and tells him that Starfleet is coming for the boy. Suddenly the Jem'Hadar walks in and points a **phaser** at Sisko; he wants a **Runabout** to take him to the **Gamma Quadrant**. Odo agrees to go with him. He tells the boy that he can choose a different life, but the Jem'Hadar only wants to be with his own people. Sisko tries to stop them, but it is obvious that to do so they will have to kill the boy, and Sisko agrees to let him go. Later, Odo tells Kira that she was right.

'THE ABANDONED'

When Quark inadvertently buys a Jem'Hadar baby, the Federation sees its chance to study the development of this dangerous enemy. Odo, on the other hand, sees an innocent child who can perhaps be guided to a more peaceful destiny. But the Dominion's genetic engineering runs deep.

ON SCREEN...



1 A surprised Quark discovers that his latest purchase comes with an unexpected added extra: he finds a baby in the wreckage.



2 The child grows at an alarming rate, and soon reaches the size of an eight-year-old human. Dr. Bashir concludes that he must have been genetically engineered.



3 The Jem'Hadar develops a need for the enzyme ketracel white, which the Dominion uses to control the warriors. Luckily, there is a supply in the wreckage.



4 On the holodeck, the Jem'Hadar demonstrates his inbuilt love of fighting. When his opponent has been defeated, he requests a tougher one.



5 When the Jem'Hadar threatens Sisko and demands a RUNABOUT, Odo offers to accompany him 'home' to the Gamma Quadrant.



6 The only way Sisko and his colleagues can stop the Jem'Hadar is to kill him, but they let him go instead. He only wants to return to his own people.

STARSHIP FACTS

A As far as the Federation knows, all Jem'Hadar babies are born in birthing chambers similar to the one Quark discovers. There is no evidence, so far, that Jem'Hadar women even exist.



'Data's Day'

Chief Miles O'Brien and Keiko Ishikawa are getting married, and they've asked Data to give the bride away. Weddings are a time when human feelings run strong, and the emotionless Data is fascinated by all the doubts and fussing that accompany the big day.

PERSONAL LOG STARDATE 44390.1

"Record entry for transmission to Commander Bruce Maddox, cybernetics division, Daystrom Institute ... In response to your request, this correspondence will include a complete record of my activities during a normal day, with particular emphasis on my perceptions of friendship."

— Second Officer's personal log

Data visits **Keiko** to fetch her for the rehearsal of her wedding to **Chief Miles O'Brien**, but she has decided to call it off and asks Data to tell Miles. When he does, Data is surprised by O'Brien's angry reaction. **Ambassador T'Pol**, a **Vulcan**, beams aboard and Data escorts her to the Captain's ready room. **Captain Picard** asks Data for a tactical projection of possible **Romulan** deployments, then changes course toward the **Neutral Zone**.

O'Brien asks Data to try to persuade Keiko to go through with the wedding. Data agrees, but is puzzled when Keiko asks him to leave her alone. Soon after, T'Pol calls Data to her quarters and asks him about the **U.S.S. Enterprise's** defenses. When he tells her that such a request will have to be reported to the Captain, she withdraws it.

Romulan plots

Data goes to the **holodeck**, where **Dr. Crusher** teaches him how to dance – which he will need to do at the wedding – in a matter of minutes. Later, Picard takes the **Enterprise** into the **Neutral Zone**, and they meet a **Romulan Warbird**, the **Devoras**. T'Pol prepares to beam over, but there is a transporter accident and she is killed.

The Romulan commander accuses Picard of staging the accident, and both ships set a course back to their own space. Under orders to investigate the incident, Data realizes that T'Pol was not killed, but was beamed away by the Romulans. The **Enterprise** turns around and intercepts the **Devoras**, only to discover that T'Pol was actually a Romulan spy. The **Enterprise** has no choice but to return to **Federation** space.

Data visits Keiko to apologize for interfering, only to discover that the wedding is back on. At the ceremony, Data gives Keiko away and reflects that at least he understands love and the need for friendship.

STARSHIP FACTS

The words spoken by Captain Picard have changed little from those used for Starfleet weddings in Captain Kirk's day. Kirk used a similar speech at a wedding onboard the **U.S.S. Enterprise** in 2266.

ON SCREEN...



1 Keiko is having second thoughts about her wedding. When she asks Data to pass the message on to Miles, the android does so in a very matter-of-fact way.



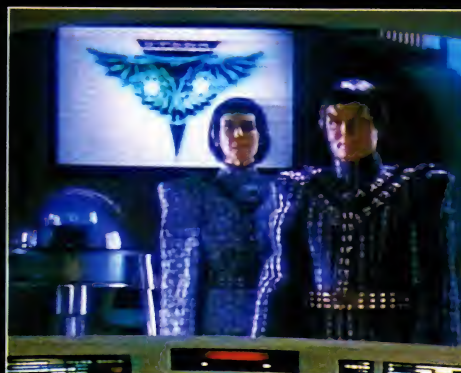
3 In the holodeck, Dr. Crusher is giving dancing lessons for the wedding. Data picks up the complicated steps in just a few minutes.



5 As Geordi predicted, Keiko changes her mind and decides that she does want to go through with the wedding after all. Her doubts were just big-day nerves.



2 Data is intrigued by Miles' and Keiko's problems, but he has his duties as a Starfleet officer to think about too. When the Vulcan Ambassador T'Pol beams aboard the **U.S.S. ENTERPRISE**, Data escorts her to see Captain Picard.



4 It appears that Ambassador T'Pol has been killed in a transporter accident. The Romulans blame Picard for her death, but it soon emerges that she was a spy.



6 The O'Briens' wedding is a great success. Data gives the bride away, and makes good use of the dance steps he learned from Dr. Crusher.



'The Loss'

When Deanna Troi loses her empathic powers, she questions her usefulness to Starfleet. But Captain Picard needs her to help him communicate with a cluster of two-dimensional beings which is threatening to destroy the *U.S.S. Enterprise*.

CAPTAIN'S LOG

STARDATE 44356.9

"Sensor diagnostics have been completed and indicate that all systems are normal. There remains no explanation for the images which appeared in our path."

The *U.S.S. Enterprise NCC-1701-D* briefly detects something and, in her quarters, **Deanna Troi** collapses in pain. The bridge crew can't detect anything, but the ship can't go to warp and something starts to pull the ship along. **Dr. Crusher** arrives in Troi's quarters. The Counselor is feeling better, but when they are summoned to a staff meeting she realizes that she has lost her empathic abilities. Dr. Crusher's analysis shows that Troi has brain damage, but she insists on returning to work. When **Riker** offers his help, she accuses him of patronizing her.

Data and **Geordi** discover that they are caught in a graviton field generated by a cluster of two-dimensional beings. Troi can't tell whether the beings are sentient, and runs out of a meeting in distress. She goes to sickbay and blames **Beverly** for not acting quickly enough. When she has calmed down, she tenders her resignation. Riker goes to her quarters and she collapses in his arms, terrified by her situation.

Escape planned

The crew attempt to break free from the cluster using a controlled overload jump to warp speed. It doesn't work, but the cluster does seem to detect their presence. Later, Data registers a cosmic string fragment in their path. The cluster is heading straight for it, pulling the *Enterprise* toward destruction.

Picard summons Troi and tells her they must find a way to communicate with the life forms. Working with Data, Troi realizes that the cluster is instinctively heading for the cosmic string, like a moth to a flame.

As the *Enterprise* enters the string's gravitational field, Data and Geordi create a reflection of it. The cluster pauses for a few seconds, allowing the *Enterprise* to break free. Troi staggers, and reports that she can sense the cluster's satisfaction as it finally reaches the string. It has come home, and her empathic powers have returned.

STARSHIP FACTS

A Geordi La Forge describes the two-dimensional creatures in the cluster as having a similar appearance to a school of fish he saw while diving on a coral reef on Bracas V.

ON SCREEN...



1 Deanna Troi collapses in pain. At the same time, the *U.S.S. ENTERPRISE* briefly registers an anomaly, but the cause cannot be determined.



2 Dr. Crusher examines Deanna and discovers evidence of brain damage. Soon afterward, Deanna realizes that she has lost her empathic abilities.



3 The *ENTERPRISE* is caught in a graviton field. The field is generated by life forms, but it is impossible to tell whether or not they are sentient.



4 On the bridge, the crew are hoping that a controlled overload jump to warp speed will enable them to break free of the cluster and escape.



5 By creating a reflection of the cosmic string fragment toward which the field is heading, the *ENTERPRISE* is able to distract it for long enough to escape.



6 Troi's empathic powers return, and she is able to use them to sense satisfaction from the cluster, which does indeed have a rudimentary sentence.



B continued

Blue Parrot Cafe

A nightclub on **Sarona VI** that specialized in concocting outlandish cocktails. **Picard** promised to buy drinks for his entire crew here during a 2364 shore leave. (*Starship Log*: 'We'll Always Have Paris' [TNG])

Bluejay Four

The radio identification, or callsign, used by the 1969 U.S. Air Force pilot **Captain John Christopher** when he attempted to intercept a UFO that was actually the **U.S.S. Enterprise**. (*Starship Log*: 'Tomorrow is Yesterday' [TOS]) **SEE FILES 44, 68**

Bob

Familiar name of the **Starfleet** admiral who dispatched **Kirk** and his crew on a rescue mission in 2287, even though the **U.S.S. Enterprise NCC-1701-A** was still undergoing its preflight testing. (*Starship Log*: *Star Trek V: The Final Frontier*) **SEE FILES 19, 76**

Bochra, Centurion

This **Romulan** officer became lost on **Galenodon Core**, along with **Geordi La Forge**, in 2366. The two put aside their differences and worked together to survive on the hostile planet. (*Starship Log*: 'The Enemy' [TNG]) **SEE FILES 43, 49, 69**



When Centurion Bochra realized that his best chance of survival was to join forces with the **Starfleet** officer **Geordi La Forge**, he made peace with his supposed enemy.

Boday, Captain

This commander of a **Gallamite** vessel enjoyed dinner with **Jadzia Dax** in 2370. (*Starship Log*: 'The Maquis', Part I [DS9]) **SEE FILE 70**

Body

The name of the society on **Beta III** that was controlled by the computer-entity **Landru**. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 18, 68**

Bogrow, Paul

A mutual friend of **La Forge** and **Susanna Leitjen** from their days on the **U.S.S. Victory**. Bogrow and Leitjen came close to getting married. (*Starship Log*: 'Identity Crisis' [TNG]) **SEE FILES 43, 69**

Boheeka

This **Cardassian** officer put his career in jeopardy by accepting a bribe from **Quark** to order a cranial implant device for **Garak**. (*Starship Log*: 'The Wire' [DS9]) **SEE FILE 70**



Bluejay Four was the callsign used by **Captain John Christopher**, a contemporary **USAF** pilot who saw the **U.S.S. ENTERPRISE** during its journey back in time to the Earth of the 1960s.

Bohème, La

An opera composed by Italian **Giacomo Puccini** (1858-1924). The **EMH Doctor** played Rudolpho, the tenor role, in a **holodeck** program and sometimes hummed the aria 'O soave fanciulla' in sickbay. (*Starship Log*: 'The Swarm' [VOY]) **SEE FILES 29, 56, 71**

Bok, DaiMon

This **Ferengi** commander sought revenge against **Captain Picard** for killing his son in a 2355 battle; he falsified evidence that Picard had provoked the confrontation. Bok was ultimately removed from his command. (*Starship Log*: 'The Battle' [TNG]) **SEE FILES 43, 51, 69**

Bokai, Harmon Buck Gin

A legendary baseball player of the mid-21st century. Bokai broke **Joe DiMaggio's** record consecutive game hit-streak, and hit the World Series-winning home run in 2042. Bokai was **Benjamin Sisko's** favorite ballplayer. (*Starship Log*: 'The Big Goodbye' [TNG]; 'If Wishes Were Horses', 'Past Tense', Part II [DS9]) **SEE FILES 44, 69, 70**

Bok'Nor

This **Cardassian** freighter, believed by the **Maquis** to be carrying weapons, was blown up shortly after leaving **Deep Space Nine** and before it reached the **Demilitarized Zone**. There were 78 **Cardassians** aboard. (*Starship Log*: 'The Maquis', Parts I and II [DS9]) **SEE FILES 36, 70**

Bolarus IX

Planetary homeworld of the **Bolians**. (*Starship Log*: 'Allegiances' [TNG]) **SEE FILES 7, 69**

Boldaric Masters

A school of composers of the 23rd century. **Dr. Julian Bashir** felt that the music of **Tor Janan** was slightly derivative of the Boldaric masters, although he found it pleasantly diverting. (*Starship Log*: 'Crossover' [DS9]) **SEE FILE 70**

Bolians

Humanoid race characterized by a bluish skin tone and a prominent facial ridge. Notable Bolians include **Captain Rixx**, **Minena Haro**, **Mr. Mot**, **Ambassador Vadosia** and **Lysia Arlin**. (*Starship Log*: 'Conspiracy' [TNG]; 'The Forsaken' [DS9]; 'Flashback' [VOY]) **SEE FILES 7, 58, 69, 70, 71**

Blue Parrot Cafe

Bluejay Four

Bob

Bochra, Centurion

Boday, Captain

Body

Bogrow, Paul

Boheeka

La Bohème

Bok, DaiMon

Bokai, Harmon Buck Gin

Bok'Nor

Bolarus IX

Boldaric Masters

Bolians

Bolian currency fluctuations

Bolka, Minister

Boma, Lieutenant

Bonaparte, Napoleon

bonding gifts

Bonestell Recreation Facility

Book, The

Boone, Raymond

Boothby

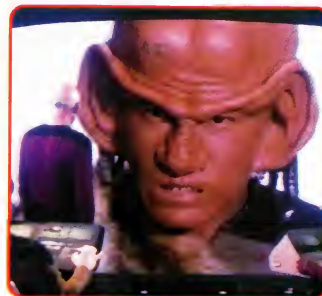
BOQ

Boraal II

Boraal II/Vacca VI transformation

Boraal Chronicle

Boraal Seer



When **DaiMon Bok's** desire for revenge on **Captain Picard** went too far, his first officer, **Kazago**, demoted him.



Bolians such as **Captain Rixx** have risen through the ranks to hold prominent positions in **Starfleet**.



Bolian currency fluctuations

A factor in trade exchange rates. **Hanok**, the **Karemma Trade Minister**, agreed to negotiate with **Quark** over these fluctuations, much to the delight of the **Ferengi**. (*Starship Log*: 'Starship Down' [DS9]) **SEE FILES 16, 70**

Bolka, Minister

Although Bolka was apparently reluctant to consider **Varani's** proposal to help the **Bajorans** reclaim their artistic heritage by rebuilding the **Jalanda Forum**, **Kira** agreed to raise the issue again. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILES 10, 70**

Boma, Lieutenant

This **U.S.S. Enterprise NCC-1701** officer was one of the crew on the **Spock**-commanded **Galileo** shuttlecraft, which crashlanded on the hostile planet **Taurus II**. (*Starship Log*: 'The Galileo Seven' [TOS]) **SEE FILES 4, 20, 68**



◀ **Spock** faced a commander's nightmare when the quasar-like **Murasaki 312** affected the instruments of the **GALILEO** shuttlecraft, causing it to crashland. Five of the crew survive the ordeal, including Lieutenant **Boma**.

Bonaparte, Napoleon

Birth name of the French emperor **Napoleon I**, who conquered much of the European continent prior to being exiled following a military defeat in 1815. **Trelane** of **Gothos** considered himself a scholar of Napoleon's life. (*Starship Log*: 'The Squire of Gothos' [TOS]) **SEE FILE 68**



bonding gifts In **Betazoid** culture, these offerings are presented to newly wedded couples. (*Starship Log*: 'Haven' [TNG]) **SEE FILES 7, 69**

◀ **Deanna Troi** and **Wyatt Miller** received bonding gifts before their wedding was cancelled.

Bonestell Recreation Facility

This notorious watering hole on **Starbase Earhart** is usually populated by an assortment of unsavory beings. In 2327, **Jean-Luc Picard** was knifed during a fight here. (*Starship Log*: 'Samaritan Snare', 'Tapestry' [TNG]) **SEE FILES 32, 43, 69**

Book, The

The holy scriptures of, and social model for, the civilization on **Sigma Iotia II**. Published on Earth, and titled 'Chicago Mobs of the Twenties', it had been left behind by the **U.S.S. Horizon** in 2168. (*Starship Log*: 'A Piece of the Action' [TOS]) **SEE FILES 18, 68**

Boone, Raymond

This **Starfleet** officer, who served aboard the **U.S.S. Rutledge**, fought in the **Setlik III** massacre of 2347 and later died in **Cardassian** captivity. A **Cardassian** agent was surgically altered



◀ The **U.S.S. HORIZON** crew left behind a book about the gangster mobs of the prohibition era because they thought it would be of interest to the **Iotians**. They had no idea that **Iotian** society would be remodeled in the book's image.

to resemble **Boone** in order to falsely implicate a former **Rutledge** crew member, **Miles O'Brien**, in **Maquis** activity. (*Starship Log*: 'Tribunal' [DS9]) **SEE FILES 13, 43, 70**

Boothby

The irascible, and long-term, **Starfleet Academy** groundskeeper. **Picard** developed an deep appreciation for Boothby's wisdom, and advised **Wesley Crusher** to seek his guidance. (*Starship Log*: 'The First Duty', 'Final Mission' [TNG]) **SEE FILES 19, 43, 69**

BOQ

Abbreviation for Bachelor Officers' Quarters, a type of housing on American military bases. The farmer who found a **Ferengi** ship in 1947 was detained in the **Roswell Army Air Corps BOQ**. (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILE 70**



◀ The **U.S.S. ENTERPRISE NCC-1701-D** in orbit around **Boraal II**. When an ecological disaster threatened to render the planet uninhabitable, one village was transplanted to a similar world, even though this was in violation of the **Prime Directive**.

Boraal II

Original planetary home of the **Boraals**. The atmosphere dissipated in 2370, leaving the planet uninhabitable. (*Starship Log*: 'Homeward' [TNG]) **SEE FILES 3, 69**

Boraal II/Vacca VI transformation

When the primitive population of **Boraal II** was faced with extinction, **Nikolai Rozhenko** violated the **Prime Directive** by transporting them to a **holodeck** on the **U.S.S. Enterprise NCC-1701-D**. Inside the holodeck, the terrain gradually changed from that of **Boraal II** to **Vacca VI**. The **Boraals** were then transported to **Vacca VI**, which they believed to be another area of their homeworld. (*Starship Log*: 'Homeward' [TNG]) **SEE FILES 18, 25, 69**

Boraal Chronicle

The pictorial history of a **Boraal** village, and also the name given to the one who keeps this record. (*Starship Log*: 'Homeward' [TNG]) **SEE FILES 18, 69**

Boraal Seer

Spiritual and secular guide of a **Boraal** village. **Worf** was altered to pass as a seer in 2370. (*Starship Log*: 'Homeward' [TNG]) **SEE FILES 18, 43, 69**